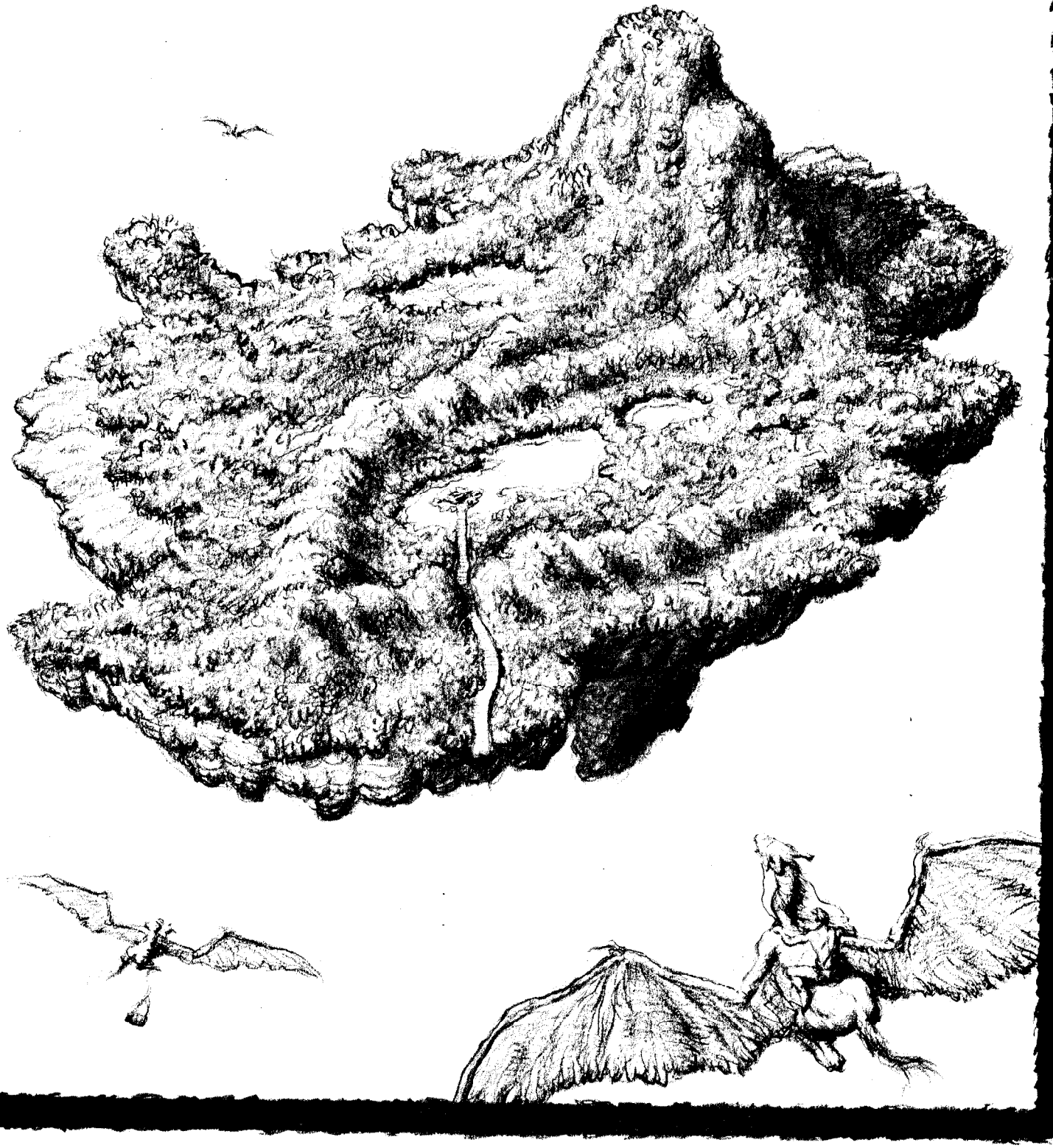
THE SKYREALM™

KOLOVISONDRA



INTRODUCTION

This Jorune module describes SkyRealms, gives details on many new parts of Jorune, and describes characters and encounters for a campaign involving a particular SkyRealm. You, as Sholari, will be responsible for deciding the basic course of the campaign and its pace, but your players can be allowed great freedom in guiding the direction that the campaign takes.

Your players are in Ardoth at the start of the campaign. If desired, you can have them go through the tothis process in the Hall of Drenn before the SkyRealm adventure gets underway. Otherwise, their progression into tothis can wait for another time.

The Cryshell Citadel of Ardoth is where their tothis begins. The Citadel is located in the northern part of Ardoth and maintains a harbor, the Dharsage Palace, the Hall of Drenn, Museums, and the main kims. Potential tauther are escorted by yords to the Hall of Drenn to receive their challisk and mark their copra upon the wall. Both the Tauther Guide and Player Manual provide information on the tauther process.

SKYREALMS CAMPAIGN
Andrew Leker, Miles Teves, Amy Leker, and David Ackerman
Illustrated by Miles Teves

Typsetting by Metro

© 1985 SkyRealms Publishing, Incorporated
All rights reserved.

SkyRealms Publishing, Inc.
P.O. Box 5543
Berkeley, CA 94705

Printed in the United States of America

TABLE OF CONTENTS

Section 1: INTRODUCTION TO A SKYREALM 1

TYPE I: BIRTH BY SEEPAGE (1). TYPE II: BIRTH BY SLOW PLATE MOVEMENT (1). TYPE III: BIRTH BY VOLCANIC ACTIVITY (1). *DIAGRAM OF SKYREALM FORMATION* (2)

Section 2: BEGINNING THE CAMPAIGN. 3

Section 3: TRAVELING TO ANASAN . 3

WARPING TO THE SKYREALM (3). TRAVEL BY SEA (3). *SALU* (4). S TRAVELING TO ANASA
The Trenson, The Kurlew, The Thobren, The Armored Wing. OCEAN ENCOUNTERS (5): Salu er
Sea, Raging Storm Brings Creshi on Deck. KOLOVISONDRA'S PATH (6).

Section 4: FROM ANASAN TO THE SKYREALM 7

ANASAN (7). THE WEST TRINNUS (7 tne Trees. SPOTTING THE SKYREALM (7
GETTING ONTO THE SKYREALM (7) Wa
tion). *SKYREALM* (8). CRYSTAL AIRS (9

Section 5: DAILY JOURNAL OF THE KOLOVISONDRA SKYREALM..... 9

Section 6: WHAT IS ON THE SKYREALM . .10

PHYSICAL DESCION OF THE SKYREALM (10). RAMIAN (10). RAMIAN AND THEIR TRARCH (10). OTHER PEOPLE ON THE SKYREALM (10). LIMILATES (11). DRY CRYSTALS (11). KOLOVISONDRA WEATHER AND WINDS (11). LOSHT PODS (11). MARKER STONES (11). KOLOVISONDRA PICKS UP ISHO (11). NON-INTELLIGENT CREATURES ON THE SKYREALM (11).

Section 7: PLACES ON THE SKYREALM 11

THE BRIDGE (11). THE SHANTHIC OBSERVATORY (11). *SHANTHIC ALTAR* (1 THE .ARGE LAK
BENEATH THE SKYREALM (12).

Section 8: DESIGN NOTES . . .12

ILLUSTRATIONS: Ramian Gire on Ship (13). Trarch (14). Crystal Air Ship (16).

GLOSSARY & PRONUNCIATION GUIDE. 15

FRONT AND BACK COVERS: KOLOVISONDRA (tw ıews

"Kolovisondra rested in an East Trinnu valley for millennia until recent tremors set it free. No longer connected by passages to Mount Erren it floats freely overland, heading east.
Its ultimate destination, unknown."

ISCIN, YURNI HAUTILL LUMBRO,
ERIS 3484

Section 1: INTRODUCTION TO A SKYREALM

There is hardly a sight more majestic and inspiring on all of Jorune than her SkyRealms. It could also be said that there are no places more sought after. They are the goals of aspiring dharsage rules, the targets of mercenaries and thieves, and the landmarks of navigators. They harbor great riches and are floating isles of uncharted mystery.

In geological terms, SkyRealms are land masses suspended above the ground by crystalline repulsion. Some are Stationary SkyRealms, some are Roving SkyRealms. Their support comes from their solid crystal cores, which repel the rivers of molten crystal (magmatic crystal) which flow beneath the surface of Jorune. Roving SkyRealms travel only over regions of underground crystalline flow.

Type I:
Birth by Seepage

The birth of a SkyRealms can come about in different ways. Hot, molten crystal sometimes seeps close to the planet's surface, cooling over thousands of years. No longer hot and liquid, it is repelled by the molten crystal flowing below. If a rapid volcanic flow of hot crystal breaks through to the underside of the cooled, hard crystal, the repulsion between the hot and cold crystal layers will force the upper level to break free of the ground, forming a SkyRealm. This is the most sudden and explosive type of formation.

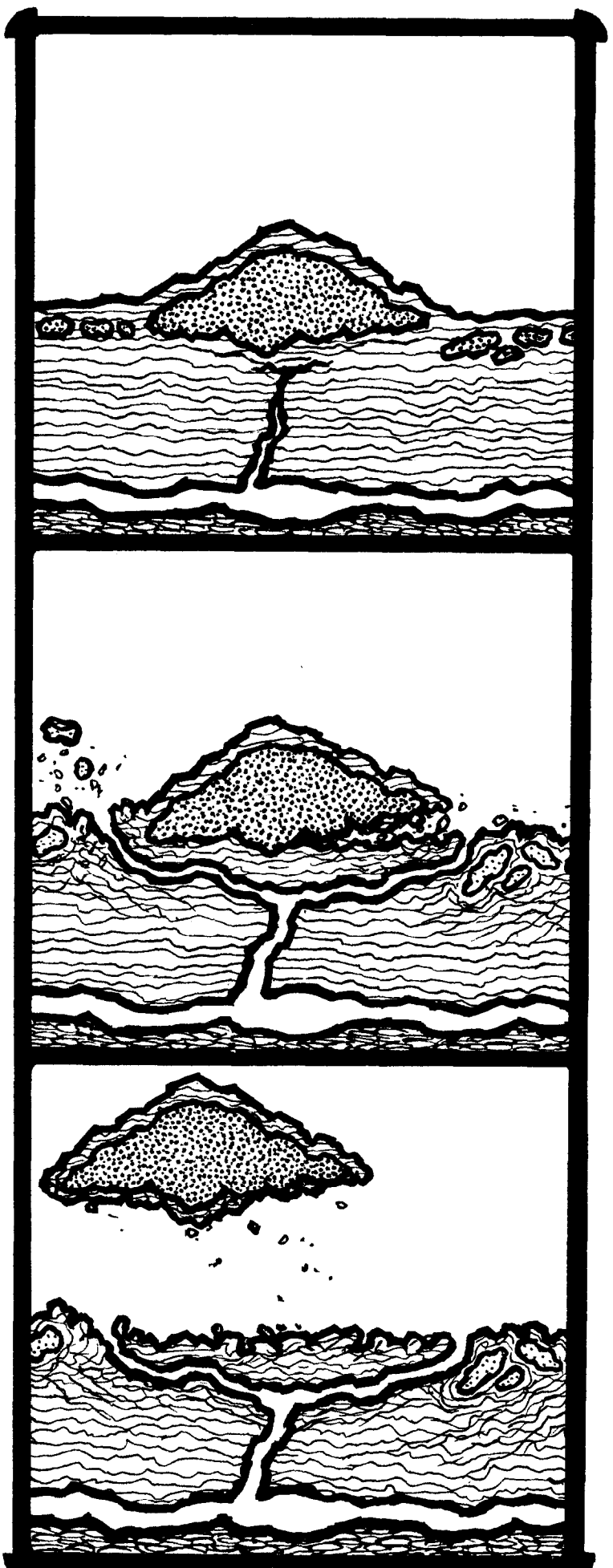
Type II
Birth by Slow Plate Movement

A layer of cooled crystal above a layer of molten crystal will often remain in place, despite the huge repulsive forces acting on it. From repeated disturbance such as tremors or quakes, the cooled crystal sections sometimes work free, giving birth to a SkyRealm. This is the slowest method of SkyRealm creation.

Type III
Birth by Volcanic Activity

Volcanic eruptions of lava crystal often form small SkyRealms. When the crystal cools, it is repelled by the vast quantities of underground molten crystal.

Example of Type I SkyRealm Development



Section 2:
BEGINNING THE CAMPAIGN

The players start in Ardoth, perhaps purchasing items and interacting with locals. Generate some background details if you wish. Here we give a sample description of the player's surroundings.

Shal, Du, and Tra are visible in the daytime sky. In the street, some locals are haggling over the price of rope. Drenn ceremonies are taking place just inside the Cryshell Citadel walls. It is a muggy, mid-mullin day.

The players are at the Gem Tong, a casual illidge (place to drink), passing a few hours before checking the nearest awss (town square) for news of work or excitement. The Gem Tong illidge has 6 tables, but other than the players and the shast (illidge-tender), the place is empty.

The shast is a tight-lipped human named Kowen (KOE-wen) who serves rusper with a fury. Although in his late 40's, he's quick on his feet.

After a short time, two humans enter the illidge. One is very thin, the other is of average build. Quickly scanning their surroundings, they turn and speak to each other for a moment. Those who successfully make a Listen roll will hear that the two have just come to agreement. Approaching the players, the pair awkwardly introduces themselves.

The first human's name is Naubi (naw-BEE), the second, Shelker (SHELL-ker). Their speech rings with urgency. Shelker, the heavier of the two, asks the players in hushed tones if they would be interested in padding their pockets with a little extra yule (short for gemule. The word "yule" used this way refers to a large sum of money.) He explains that he and some friends are on their way south to a SkyRealm, and are looking to hire some inexpensive guards. If pressed, Naubi will tell of his own talmaron ride from the West Trinnu Jungle Lands, where he left the rest of his party. About a week ago they had discovered a SkyRealm there, teeming with shirm-eh limilate and other spoils. Naubi came to Ardoth to find his friend Shelker. Both are planning to travel by sea back to the SkyRealm. Naubi's talmaron died yesterday afternoon from some sort of infection it picked up since traveling to the SkyRealm. Although the animal is dead, Naubi is fine (the insects on the SkyRealm are devastating to any form of Jorune life. That includes talmarons, thombos, tarro, and shanthas. Pet tarro will become violently ill, and will die without the keether limilate).

Naubi and Shelker offer the players free passage to the SkyRealm, a small amount of shirm-eh limilate (it is illegal, but lucrative, to sell shirm-eh, or even harvest it), and pay of 2 gems each. If the players accept (they had better, or this will be a very short campaign), Shelker will try to get them up and out of the illidge immediately. He explains that he and Naubi have lots of work to do and that the players are responsible for finding a ship to take them to west Anasan. "Don't worry about the price, but make it low," says Naubi as he and Shelker walk out. They will meet the players in 4 hours back at the Gem Tong. The indication is that these guys will pay everyone's passage. What the players have to worry about is food, hardly anything is edible in the East and West Trinnus. Durlig and gerrig don't grow there. Although some food can be purchased in Anasan, players should look into purchasing provisions for travel. Typically, one week's worth of rations costs 20 gemules. Without thombos, the maximum that a player can carry becomes important. A character's Maximum Lift divided by 4 is usually the most that can be hauled around in a pack. A week's food rations weigh 15 pounds. Players can purchase hilc (page 53 of the Sholari Guide) which will allow them safely eat a few of the foods indigenous to the Trinnus.

With a little help from the Sholari, the players should figure out that the best way to find a ship is near the docks, perhaps at a run down little place called the Sherric illidge. . .

Section 3:
TRAVELING TO ANASAN

If necessary, you can bring the players to the SkyRealm quickly by means of a warp. Otherwise let them travel by sea.

Warping to the SkyRealm

If you're desperate to get your players to the SkyRealm, let them encounter a Ca-Tra shantha who will sell them a white crystal and a map of a warp location that brings the players to the SkyRealm (based upon description from Naubi). The distance that the players must travel to is up to you. The shantha will need to use a cle-eshta to find the spot where the warp is to be created. The cost of the ordeal is 2 gems, something that Naubi and Shelker will pay. The crystal is activated, thrown, the warp appears, and everyone walks through, to the West Trinnu Jungle Lands. A SkyRealm looms overhead.

Even if you take this major shortcut, you still need to read the rest of the campaign. Otherwise, some of the essential plot information may elude you. Reserve the "quick-warp-solution" form of transportation for desperate situations.

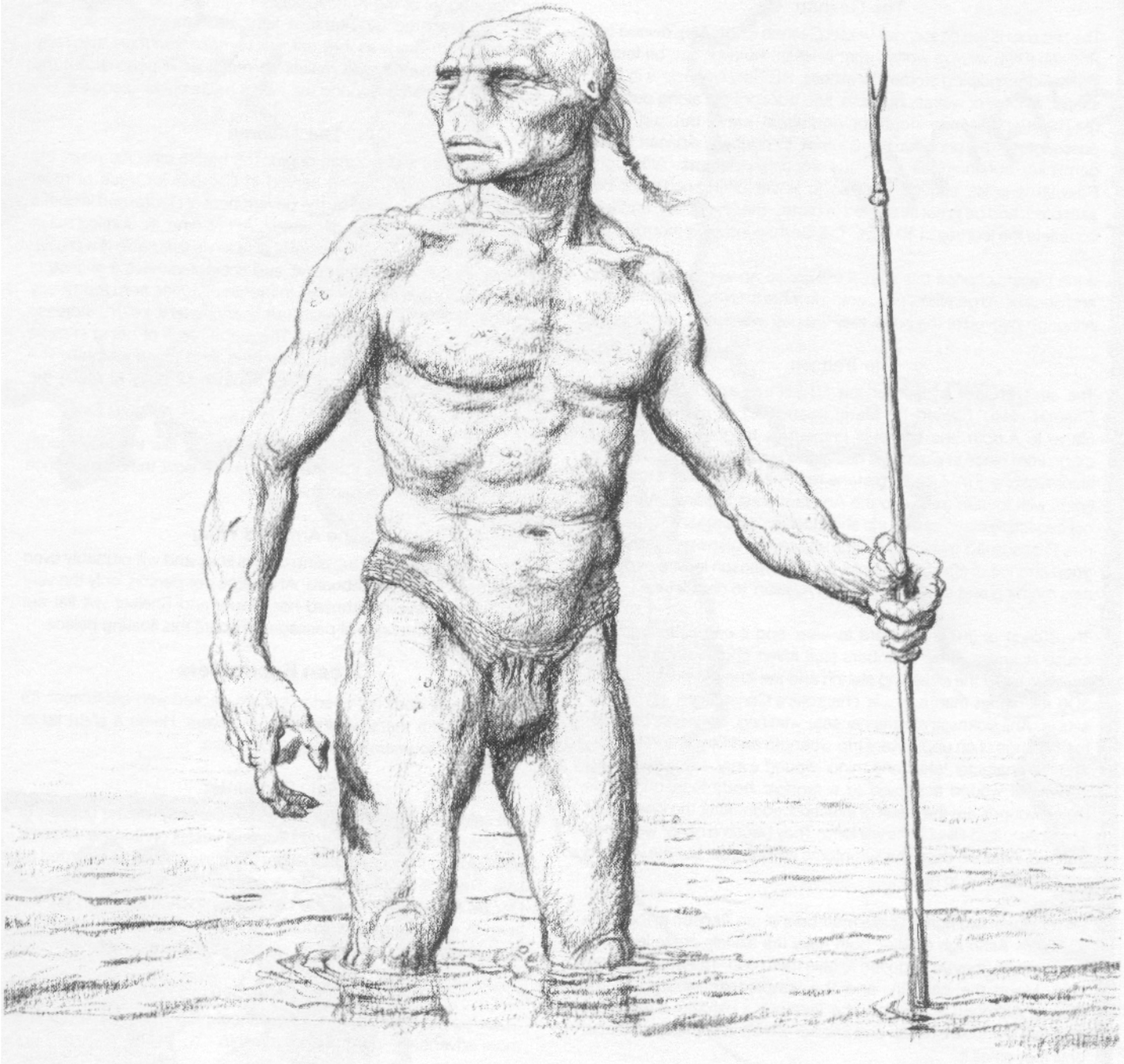
Travel by Sea

It's a wise choice to let the players travel by sea. Warps shouldn't be overused, or they loose their excitement. In case you're wondering, overland travel is out of the question—the journey would take much too long. Jungle travel averages only a few miles a day, and the lands leading to the West Trinnus are scorching deserts through which travel is tedious and torturous. If talmarons weren't so expensive, they might be an option (but they'd all die anyway, once they get to the SkyRealm).

To find out what ships are available, players should contact the local sailors. Crew and ship officers can be found in some of the seedy illidges of Ardoth, whiling away their shore leave. The Sherric illidge is only a few hundred feet from the wharf; the abundance of low-life that patronizes it comes from from all corners of Jorune. Common drinks include rusper, stomeh, wholl, Scolian rusper, and mallmis (for the occasional bronth patron). Page 60 of the Sholari Guide details these drinks.

The Sherric illidge is typical of those found in the area; it is a dank, musty place, teeming with the scum of Ardoth and the crews of berthed ships. Its facade looks decent enough, but inside the decrepit wooden structure is the stench of piled garbage and sweating sailors. Beagre infest the heaps of refuse in the back of the building. Fights break out in illidges from time to time. Player characters who fail on their etiquette rolls have a chance of starting a fight, but a bonus of 60 points is given on the roll (they aren't *too* common). Those who show no manners may find themselves pinned to the mucky floor, crushed by the reeling weight of a foul smelling, drunken boccord.

When the players enter, human musicians are being hooted and booted from the Sherric illidge; the crowd did not appreciate their "cultured" melodies. A raunchy, thivin band is cheered to the stage. They soon appease the rowdy mob with the wild cacophony of their dichandra stones. The place will be under control in a few minutes.



Salu, Returning From the Hunt

Ships Traveling to Anasan

In the main port of Ardoth (not in her citadel), are berthed four ships which are heading south and can take the players to western Anasan. All are leaving within the next few days. They are described below.

The Geshan

The first ship is the passenger vessel Geshan (gesh-AN), owned by Roewah (ROE-wau), a woffen from Anasan. Roewah can be found in the illidge, gulping stomeh to excess. His Salu Chausis is in fine shape; its crew of woffen, humans, and boccord get along decently. The ship has no need of additional crew, but will take passengers. The price for the journey to northern Anasan is 20 gemlinks, but includes luxurious accommodations. Although Roewah is polite enough to listen to lesser offers, none will be accepted, and he is not interested in barter. The ship is fast, and will complete the journey in 10 days. The Geshan leaves tomorrow.

If the players choose this ship, it will cause an uproar with Naubi and Shelker. *20 gemlinks per person is more than they had in mind.* Although peeved at the price, they will pay everyone's passage.

The Trenson

The second ship is the Trenson (TREN-sin) and is also of the Chausis class. Owned by Mauri (mau-REE), a human woman native to Ardoth, the vessel is primarily a freighter, transporting cargo from place to place. It is headed down to Anasan to deliver a shipment of ahji (AH-jee), a banana-like fruit. Once there, it will fill its holds with lothern (native to the Anasan forest regions). Although not especially clean or fast, the ship does provide means to the Trinnus. Passage is 3 gemlinks, but the ahji carries diseases that have a good chance of affecting the players. The Trenson leaves early the next morning and arrives in Western Anasan 15 days later.

The stench of the ahji is hard to bear, and it carries spores that cause sickness. Crew members stuff rolled chote leaves up their noses to avoid the sickening stench and the illness it brings. With a 3D6 roll higher than a player character's Constitution, ahji illness sets in. Ahji sickness means nausea, vomiting, and fever, all in all, the makings of an unpleasant trip. Strength and Stamina fall to half, and the character takes one minor wound every day, as well as a superficial wound assessed to a random body location. These minor wounds are the result of infection; soon, after the illness sets in, swollen, fluid-filled welts will form. They become minor wounds if drained. After D6 days, the symptoms will subside, but the wounds will still take time to heal.

Players meet two human crew members of the Trenson in the Sheric illidge. Although cordial, both have the tell-tale chote leaves in their nostrils (they've forgotten to take them out). They describe the ship, Mauri the captain, and the—unpleasant—cargo to the players. Although a little slow, the Trenson's a bargain. If this is the ship that is chosen, Naubi and Shelker will be very pleased, that is, until they smell it.

The Kurlew

The third ship is also of Ardothian origin. The Kurlew (KER-lew) is owned by Shomber Krirrisso, a human male. He's in his late 40's, and runs his ship with an iron fist and a steel will. His temper makes life miserable for most of his crew, a group of underpaid humans and Isho-illiterate muadra. Passage on this ship is 2 gemlinks, and requires that passengers help out in ship duties. The trip will be slow, taking 14 days. The Kurlew is traveling to Anasan to pick up an illegal shipment of shirm-eh limilate (not at all connected with the SkyRealm. Players who mention the SkyRealm or its shirm-eh will be making a *BIG* mistake). The captain makes no reference to the ships eventual cargo and the expression on his face doesn't say "Ask me." Shirm-eh trade with ramian is excruciatingly illegal, but to the captain of this ship, it's all his business.

Players meet Dorrem, the boccord first officer of the Kurlew. Although short on words, he makes a good impression. Naubi and Shelker have heard of the infamous Krirrissco before. Although wary, they'll travel on this ship if the players so choose.

As passengers of the Kurlew, players will have the opportunity to eat food prepared by Tlerrik, a fiery old human ship-cook. He stands over the crew as they eat, just to make sure there aren't any complaints. Anyone who makes so much as a peep about the quality of the food will spend the next 6 hours husking coditch.

The Thobren

The fourth ship is of Dobrian origin. The bronth crew members are all ex-military, each having served in Crendor for three or more years. The ship is owned by the government of Dobre, and is both a cargo ship and a passenger vessel. At this time, it's coming out of dry-dock after the lengthy removal of kidikyle (barnacle-like crustaceans). Passage is 50 gemules, and characters have a chance of picking up one entire skill level in bronth etiquette from the 12 day voyage. If 3D6 is rolled less than a character's Learn, increase bronth etiquette by one notch. This is the result of being in close quarters with well educated, mannered, and friendly bronth. The ship leaves in 3 days, and takes another 12 days to reach the Trinnus.

Although Shelker complains that he doesn't like the way bronth smell, and both agree that the ship is a little slow, the bargain price makes the Thobren acceptable.

The Armored Wing

The players can forget traveling on this ship, and will probably even be refused a look-see aboard. At 3 gems per person, only the very rich will be traveling aboard her. Naubi and Shelker will flat out refuse to pay the price of passage on board this floating palace.

Ocean Encounters

Ocean travel does not need to be jam-packed with excitement; it's the SkyRealm that's waiting for the players. Here's a short list of possible encounters that take place at sea.

Salu Encounter

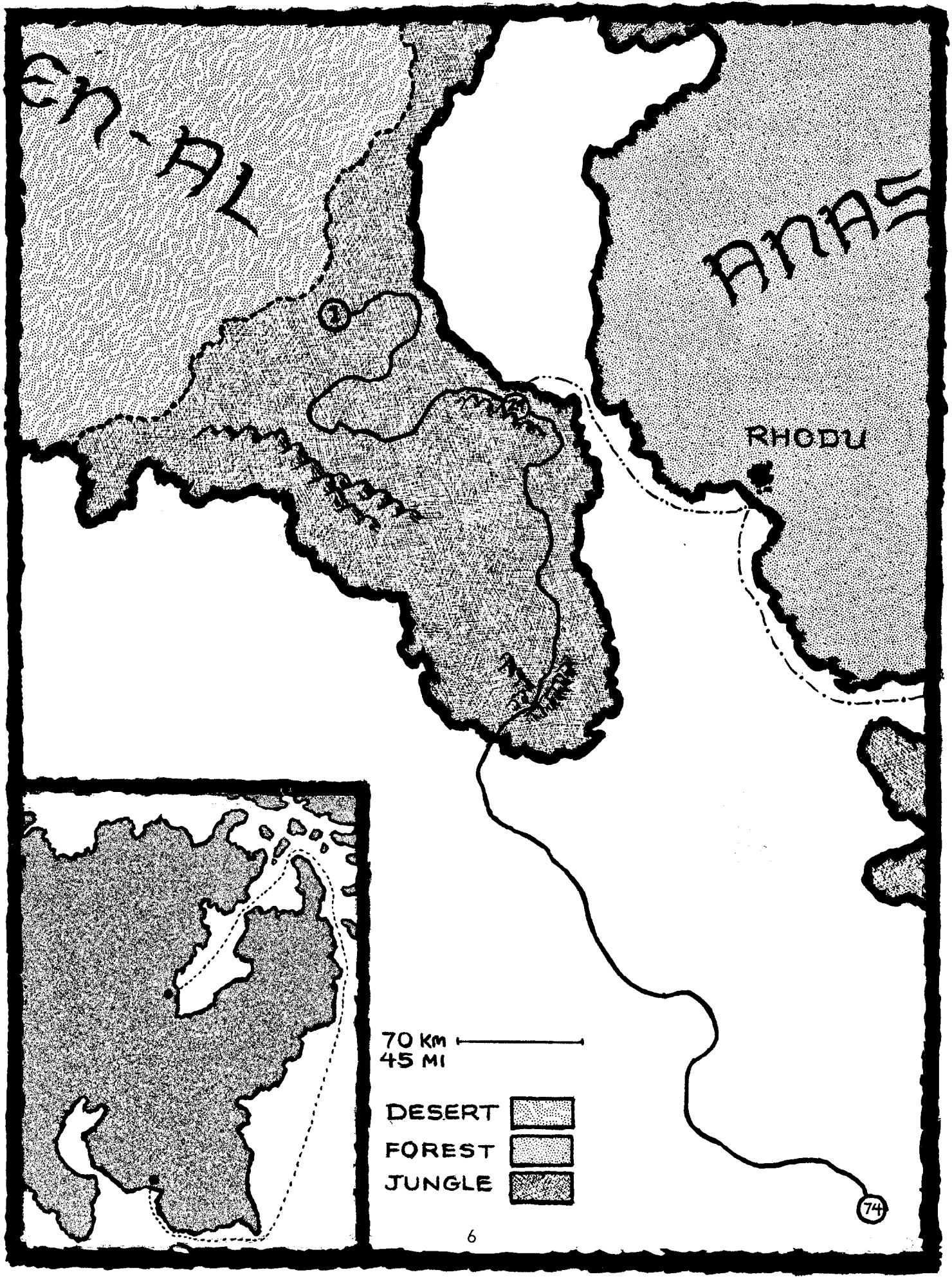
The salu race live in the oceans of Jorune. They are the builders of the Salu Chausis, fastest and best built vessel on Jorune. At some point during the ocean journey, let the players' ship be boarded by salu. They will be interested in the destination and cargo of the ship. Decide for yourself what the captain of each ship would do, but keep in mind that this encounter is meant more to be *interesting* than *bloody*. Salu are, after all, a basically peaceful race.

Vodra at Sea

Spice up life at sea with a vodra encounter. The more vodra, the more adventure—don't destroy the ship.

Raging Storm Brings Creshi on Deck

Look out! Creshi get thrown on deck by high seas. Players will definitely want to stay below decks in bad weather. Unfortunately, on the Kurlew, they have on-deck duties to perform. These creatures have a defense size of -4, Attack Strength -1 (with their teeth), an Attack Success of 11, and a Defense Success of 11. Creshi are +5 to be hit by both hand-to-hand weapons and range weapons.


EN-AL
ANAE
RHODU
1
74
70 Km
45 MI
DESERT
FOREST
JUNGLE

Section 4:
FROM ANASAN TO THE SKYREALM

Anasan

The ocean journey will put characters in western Anasan, at the dingy port city of Rhodu (row-DOO). Mainly populated by woffen, Rhodu is also home to humans, boccord, and muadra, and has a sprinkling of other races as well. The first thing that the players notice as they near Anasan is the heat. Every day is a real scorcher. The only thing that makes the weather bearable is the lack of humidity.

The players stay on the docks while Naubi and Shelker find transportation. After an hour or so, the pair returns, and whisk the players onboard the Taynk, a small woffen ship; this vessel will take them on their 15 hour voyage across the Rorae Sea (roar-RAY), over to the West Trinnus and the SkyRealm.

The West Trinnus

The unpleasant climate takes a plunge towards barely tolerable as the players near the West Trinnus. The thick, muggy air, is never dry. Effusive sweating is predictable, and will be unceasing. In especially easy jungle terrain, ten miles of travel are possible each day, optimistically. Five miles a day is typical.

Taken a few miles inland into the Western Trinnus, the party leaves the Taynk and takes to the hot, sticky jungle. Primarily green, the Trinnus are known for their blue vegetation, and spotty patches of rust color. The odor of rotting vegetation permeates the Trinnus. Although tolerable with time, the first few days of these conditions makes everyone miserable.

The Taynk drops anchor in a small cove hidden from prying eyes, and waits for the party's return.

Eating in the Trinnus

Save for a few roots here and there, nothing in the Trinnus is edible by humans. Packed food will sustain those who planned ahead. The hilc limilate is especially valuable here (see page 53 of the Sholari Guide). Although it doesn't add to the flavor of the foul tasting Trinnu Vegetation, hilc makes it safely edible by players. If hilc is not ingested a full day before eating the Trinnu shrubbery, or if a person's diet is altered too drastically (straight from durlig to jungle vines), digestive problems will be swift and unpleasant. Horrible cramping will occur every few hours, reducing all skill proficiencies by 4 levels, creating a -5 to Advantage, and cutting in half Color rating, Stamina, Strength, Agility, and Speed. Although arrigish will quell the symptoms of this disorder for an hour or so, nothing speeds recovery, which usually takes about a week (use D6+4). A scedri cloth (SKEDD-ree) which has been soaked in a single dose of arrigish has the same effect as the arrigish itself.

Trinnu Trees

The pungent, slimy Trinnu trees rise 60 to 100 feet above the jungle floor, blocking out the sun. Their gnarly branches and twisted trunks seem to be a perfect invitation for climbing, but their surfaces are forbidden to humans. Any non-shanthic flesh that comes in contact with the glispine (glisp-PEEN) trees becomes blistered and swollen. Although only superficial wounds, they are painful. Arrigish will heal such wounds overnight—until then, characters will be at a 5 point penalty using a blistered body part (+5 to hit with a hand weapon, +5 to use a bow or a pistol).

Spotting the SkyRealm

With the heat, humidity, and overhead canopy, spotting the SkyRealm isn't easy. Visibility is, at best, only 20 miles in the jungle, even from a high point. Based upon Naubi's position when he left the SkyRealm, and the course it was following, the party travels west. In two days, they will cross a mountain range which obscures the position of the SkyRealm.

From the ocean, the SkyRealm can be seen floating over the horizon from a distance of 50 to 75 miles. It travels approximately ¼ mile per hour, covering 6 miles (10 kilometers) each day, just about the same as the maximum overland travel rate for people.

Getting onto a SkyRealm

The three main ways of traveling to a SkyRealm include talmarons, warps, and Jaspian Crystal Ships. SkyRealms resting against the sides of mountains can sometimes be boarded. Those which have been inhabited in the past may have ropes hanging from them (for yet another method of entrance).

Talmaron

SkyRealms average an altitude of 2000 feet (1 kilometer). Although a considerable upward climb for a talmaron, they can be reached in 10 to 15 minutes, depending on the wind currents, and the burden carried. Their rigorous upward flight will tire them completely. Although not usually stubborn, a talmaron will object to more than one or two trips to a SkyRealm each day.

Warps

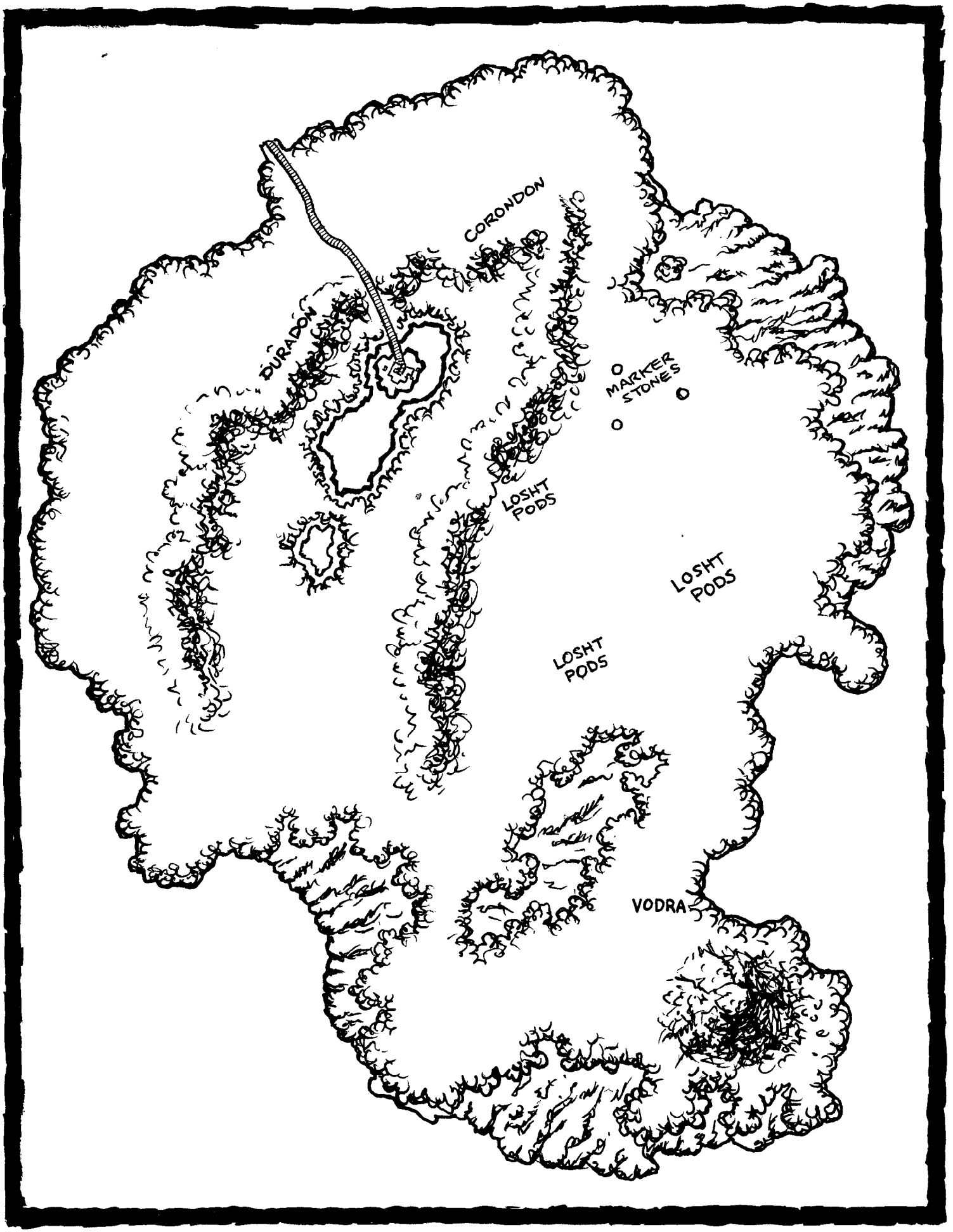
Review the description of warps on page 47 of the Player Manual. Every location on the planet has a partner-location to which it is connected when enough energy is expended. Typically, larger white crystals are used to make the connection, although the dysha "Create Warp" is known to advanced caji. Depending upon the Isho geography of the area and the amount of energy expended on the warp's creation, it will have many different characteristics.

Physical Description

To a single observer, a warp looks like a rectangular window, usually 2 to 3 meters tall, and 1 meter wide. Through this window, an observer can see the other side of the warp. Every observer sees a flat rectangular window, although from a slightly different perspective. The view through the rectangle rotates as an observer walks around the warp, revealing a full view of the partner location.

Matter and Warps

The presence of matter deforms and displaces warps. Especially unstable warps must be entered by jumping or running. Otherwise, they shift out of the way when approached. Objects and people can come as close as 5 or 6 feet of a typical warp without forcing it to drift. The lifespan of a warp depends upon the nearby Isho flow; a powerful Isho breeze will fell a warp in less than a minute. In calm Isho regions, warps have been known to last for hours. Warps can also fall from other disturbances. The kerning of a muadra will fell a warp in seconds, and in cases of extremely unstable warps, matter passing nearby or through the warp might be enough to bring it down. When warps fall, the Isho used in creating them is given off as a ripple in the currents of the Isho wind. Although not harmful or useful, such telltale ripples can be detected by boccord and caji.


CORONDON
DURADON
MARKER STONES
LOSHT PODS
LOSHT PODS
LOSHT PODS
VODRA

Shanthas can create permanent warps where a warp has been opened, by implanting large crystalline rods deep into the ground. The rods gain Isho from the surrounding underground currents, bleeding it into the warp as needed to maintain its stability. Some such warps last for thousands of years before their crystal rods are destroyed by geological activity.

A Warp's Destination

Although not random, the destination of a warp cannot be easily predicted. Entire areas "map" into other areas. These mappings are very stable; they change little with the years. As mentioned, matter's presence causes warps to drift, slightly changing their mappings. Based on this, it is easy to see how one hundred million tons of dirt and crystal might have an effect. Warps created on top of SkyRealms usually warp to other locations on the SkyRealm, often, not far away. There will usually be a few spots that warp down to the surface. On roving SkyRealms, the ground locations constantly shift, never straying more than a few miles from the SkyRealm.

Crystal Air Ships

The peoples of Jasp are the builders of the Crystal Air Ships, which navigate over channels of molten, subterranean crystal. Tons of hard, cooled crystal from the underside of a SkyRealm are melted down and forged into a cubicle grid which is then lowered off the SkyRealm, and mounted into a ship. The repulsion quality of the crystalline grid diminishes gradually when heated by a small furnace, yet returns when allowed to cool. Vents surrounding the crystalline lattice are opened to speed cooling. Large, narrow, sails billow above the deck, catching the wind, and making navigation possible.

Section 5:
DAILY JOURNAL OF
THE KOLOVISONDRA SKYREALM

The Kolovisondra SkyRealm was born of volcanic activity in the Erren valley. For a thousand years it was inhabited by shanthas who built an observatory upon it. A bridge was built between Mt. Erren and the SkyRealm that rested against it. Huge crystalline stakes buried deep into the ground beneath the SkyRealm neutralized Isho currents, and therefore kept the SkyRealm from drifting. Recently, a powerful quake splintered these stakes into shards, releasing the SkyRealm from its millennia-old perch. Drifting slowly over the underground molten crystal flows, the SkyRealm is headed south east.

This SkyRealm was discovered by Burdothian limilate seekers combing through the West Trinnu Jungle Lands. After brief exploration, they sent Naubi, their youngest, back to Ardoth by talmaron to get Shelker and to get a ship to transport the shirm-eh. Primitive natives, indigenous to the area referred to the SkyRealm as "Kolovisondra," (protector of the valley).

Two days after Naubi left for Ardoth, the SkyRealm passed within miles of the Rorae Sea. A ramian ship sailing just off these waters sighted the SkyRealm. The Gire (ramian pirates) aboard sent a scouting party to investigate the SkyRealm. They returned with news of shirm-eh. Twenty-five ramian have stayed on the SkyRealm to scout it out. Their ship headed to northern Sillipus, where a companion vessel waited. Both ships reach the Rorae Sea 14 days later. All of their talmarons caught a disease upon initially reaching the SkyRealm, and died weeks ago. With no means of getting ramian on or off the SkyRealm, the ramian stranded upon the floating island have been weaving rope to lower to their ships once the SkyRealm reaches the ocean. Ramian are terrifically swift climbers.

Here is a day-by-day journal of Kolovisondra's wanderings.

1: Tremor brakes crystalline stakes set by shanthas to neutralize the SkyRealm's movement from underground Isho currents.
2: Kolovisondra SkyRealm drifts from its valley home. The bridge connecting it to Mount Erren is snapped off.
3: The thundering of Kolovisondra's violent release from its mountain attracts attention from nearby Burdothian limilate seekers.
4: Kolovisondra picks up speed and starts on an eastern course. The limilate seekers watch it exit the Erren valley. They venture to the SkyRealm by talmaron and discover shirm-eh limilate.
5: Naubi, one of the limilate seekers, travels by talmaron to Ardoth to contact friends and hire some guards. The trip to Ardoth takes 5 days by Talmaron. The rest of the party is left on the SkyRealm to prepare shirm-eh for transport. They have their own talmaron.
7: A ramian Gire ship, just off the West Trinnu coast, spots the SkyRealm, and sends up 25 ramian scouts by talmaron. The vessel travels to northern Sillipus to get her sister ship.
10: Talmaron rider reaches Ardoth, contacts Shelker. The players are hired and passage onboard a ship to Western Anasan is arranged.
11: The Trenson leaves for Western Anasan.
12: By this day, all ramian talmaron are dead, and the ramian are stranded.
13: The Thobren leaves for Western Anasan.
14: The Roewah and the Kurlew leave for Western Anasan.
19: Rough seas make the creshi encounter possible. Ramian ships are detoured by the storm. They anchor at a small island to repair.
23: The Roewah arrives in Western Anasan.
24: The Thobren arrives in Western Anasan.
25: The Trenson arrives in Western Anasan.
27: The Kurlew arrives in Western Anasan.
28: A rumor of the huge, shirm-eh laden SkyRealm has reached Khodre's Dharsage rule. Naubi and Shelker discussed its location in public and were overheard. The Ardothian Council still knows nothing of the SkyRealm.
29: Kolovisondra bumps into a mountain range. It will remain lodged against mountain peaks for two days.
30: Players probably make their way up to Kolovisondra on this day. They find the rest of the party that Naubi came from.
31: The SkyRealm is on the move, once again.
32: Ramian Gire ships off of the West Trinnu coast.
33: Kolovisondra's tips down from a rapid Isho flow. Water from the SkyRealm's small lake floods the surrounding area. Rock slides occur around each of the mountains. Another 15 feet of the bridge break off.
34: Dharsage forces are mobilized to gain control of the SkyRealm's shirm-eh. A Jaspian Crystal Ship is diverted from the north eastern Dharsage SkyRealm. Everything is kept hush-hush. The crystal ship takes a long course to the Western Trinnus that avoids passing over populated areas.
35: Ten ramian a day start boarding the SkyRealm.
40: All ramian talmaron are dead. No more ramian can enter or leave the SkyRealm. The voracious, biting insects on the SkyRealm are deadly to most Jorune natives.
49: Kolovisondra impacts another mountain. It will remain there for 2 hours, long enough for anyone who wants to leave to do so. The non-player characters are going to stay for a few more days; they haven't collected as much shirm-eh as they want.

53: Kolovisondra floats over the Ash-shen Sea. Ramian ropes hupg from the edge bring most of the ramian force up to the SkyRealm over the next day.

55: The dharsage-controlled Jaspian Crystal Ship arrives at the SkyRealm. Khodre forces hop on board, and clash with the ramian.

60: The Ardothian Council learns of the SkyRealm's existence. Diplomatic fervor boils between the two halves of Burdothian rule. The council is outraged at Khodre's unabashed defiance. In what is seen as a rash move, the council insists upon the return of the crystal ship; they will send their own fleet to deal with the ramian.

61: Khodre Dhardrenn recalls the crystal ship and claims that all the shirm-eh it carried has been destroyed. Although the recall was against Khodre's wishes, once word of the whole campaign gets out, his popularity will be noted as the force behind the slaying of ramian from the skies.

73: Ardothian fleet nears the SkyRealm and ramian ships. Huge ocean disturbances prevent them from getting very close to the SkyRealm.

74: Eventual fate of the Kolovisondra SkyRealm. The huge mass of the SkyRealm affects local warp mappings, opening a huge ocean warp north of Sillipus that swallows the SkyRealm. The ramian fleet, busy harvesting the shirm-eh is drawn into the warp as well. Their fate remains a mystery. . .

75: The Ardothian fleet returns home with news of their glorious assault on the ramian fleet.

Section 6:
WHAT IS ON THE SKYREALM

The Kolovisondra SkyRealm has many features which your players are likely to explore. First, players will travel with Naubi and Shelker to the location of their friends' camp. They find the camp, but not their friends. As Sholari, decide whether the ramian have killed their friends, or taken them prisoner. It is also possible that they have set up another camp. Base your choice on what you want the players to do. If you want them to stand guard duty, let the Non-Player Character limilate-seekers show up soon. If you want the players to have a lot of freedom, the NPC's have been killed by ramian or trarch. At this point, you might even want to let the players go their own way, without Naubi and Shelker. Let the players explore the SkyRealm.

Note that in their greed, the limilate seekers will not waste time checking out the island. Caution is thrown to the wind; to them, nothing could be as interesting or profitable as the shirm-eh.

Physical Description of the SkyRealm

The smell of the SkyRealm is different from the jungle floor. Some would say it doesn't smell as bad. Others would disagree, and say that the smell of rot has only been replaced with some inexplicable odor reminiscent of rotting durlig.

The Isho instability of the SkyRealm is great. Void of Isho all these years, it is like a vacuum, sucking up Isho rapidly from the surrounding regions. The Isho weather will be wild. Add 2 to the 2D6 die roll for Isho weather each day.

Ramian

There is the ever present threat of a ramian encounter wherever the players travel. The ramian are scouting in small groups of 1 or 2. When the players first make it to the SkyRealm, the ramian invasion had not truly begun. By the 35th day of the SkyRealm's mobile life, the ramian count is high, and still climbing. Treat a high roll on a 2D6 to indicate a ramian or trarch encounter. The trarch occur in groups of 3 or 4, and usually carry clubs.

Page 23 of the Sholari Guide has details of the ramian race.

The ramian encountered are wear no armor; they are mercenaries, looking for shirm-eh. Although it exists in abundance on the SkyRealm, it grows only in patches. The Gire are scouring Kolovisondra's surface looking for this healing limilate. This will take them everywhere but the shanthic observatory located on the island in the lake's center. Shanthic objects are somewhat taboo to ramian, and entering shanthic buildings is right out. These ramian attack viciously, and take no prisoners.

The ramian Gire encountered carry ramian hard-words and bolas. Treat ramian hard-swords as swords, but add 1 to the injury roll (and another + 1 for their Size Modifier). These particular ramian scouts are better than average with their bolas, treat them as skill level 4 with this weapon, giving them a -4 on bola attacks.

Ramian and their Trarch

Ramian employ trarch as a slave labor force to row their ships and serve as first wave offense. Trarch closely resemble humans, although they are only semi-intelligent. They are mutant humans descended from the original colony members. Trarch are most commonly found in Voligire, Drail (their place of origin), and the southern part of the Dobre continent. It is only through ramian transport that they end up in Voligire.

Trarch are talented stalkers. Their survival skills are better than those of humans. Their eyesight is keen, as is their hearing. Although not tree-dwellers, they are excellent climbers.

They have developed no language of their own in the wilds of Drail; there they grunt, or remain silent. In Voligire, they speak the ramian tongue. When in contact with other intelligent life, they are usually enslaved.

Trarch

ADVANTAGE:	+0	SIZE MODIFIER:	+0
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	3D6 (+5)
SPEED:	3D6 (10)	ISHO:	3D6 (10)
PERCEPTION:	+3	COLOR:	3D6 (spread)

Averages are marked within the parenthesis ( ). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Other People on the SkyRealm

Other Burdothians and people from Anasan might also be finding means to enter the SkyRealm. The campaign might get too complex if players team up with parties of non-player characters—it might be wise to keep contact to a minimum (there are more ramian aboard then everyone else combined[8]. If the players do run into humans, there's no need for them to stay together for very long. Everyone has their own objectives here. Burdothian officials wouldn't want to have anything to do with a couple tauther romping on a SkyRealm, except possibly arrest them for intent to sell shirm-eh.

As previously described, the life expectancy of a talmaron (and all other forms of Jorune life) is nil once it visits the Kolovisondra SkyRealm. The nasty blue bugs flying around are the cause. Humans are unappetizing to these critters; shanthic life fills the bill. Only those shanthic creatures which have lived on the SkyRealm for thousands of years are immune to the venom of these insects. Some duradon, vodra, and Dhar Corondon exist on the SkyRealm unaffected by the insect bites.

Limilates

Every once in a while, roll 2D6 to check for limilates. High rolls indicate that the players have come across them in some form. Another 2D6 roll is made. High rolls indicate shirm-eh, low rolls indicate some random limilate. It usually takes a minute or so to harvest a plant, and longer to extract a root.

Dry Crystals

Dry, Isholess crystals litter the SkyRealm. Their energy has drained over the millennia. They can be taken for use in crystal armor.

Kolovisondra Weather and Winds

Winds can be great, especially on the edges of the SkyRealm. Although we list no special roll for falling, players should take care when walking on the exposed crystal surfaces of Kolovisondra. Normally, there is very little wind—the weather on the SkyRealm is hot and humid. A breeze is a rare and treasured fluke.

An occasional fog will envelop the SkyRealm. When this happens, visibility drops to zero. Players will be lucky if they can see 5 meters in front of them.

Losht Pods

Kolovisondra's perch on Mt. Erren was not far from the western edge of the Trinnus, where jungle becomes desert. Losht pods from this desert (see page 43 of the Sholari Guide) have occasionally drifted over the Trinnu lands and are now buried under brush and heavy loam. Players on the SkyRealm who step on a losht pod suffer the normal hardship, but are also eaten alive by the fierce, 3 inch long, blue, mosquito-like Jorune insects that are attracted to the endosperm of the losht pods. The slime on the underside of the SkyRealm will ward off these critters, but there's hardly a chance that anyone will know this (unless one of the non-player characters is especially bright). The bites of the insects will create welts all over the body that swell up, but become wounds only if picked at. A person gains D6 new welts each day until the insects stop biting (when there's no more losht pod endosperm to eat); usually one week. Assess welts to random body locations. The welts each last for one week. Arrigish limilates speeds recovery from the welts to 2 days, but makes the healing quite painful. Each welt becomes a superficial wound for one day, then heals on the next.

Marker Stones

Every few hundred feet of travel, players will observe large, cylindrical marker stones, placed there by shanthas. Their purpose is not revealed by any investigation that the players may embark on.

Kolovisondra Picks up Isho

For the first time in thousands of years, the Kolovisondra SkyRealm is again picking up Isho. For all this time, it has been Isho poor (a result of the crystal grounding-rods). The creatures native to the SkyRealm are, only now, being exposed to an Isho rich environment. Many creatures, like scragger and beagre, will become irritated and violent; at the same time, creatures which rely upon Trasense for sight (like scragger and beagre) will have trouble seeing. They are used to an Isho twilight, and now it is as if they are looking into a spotlight. Penalize all attacks made by native Jorune life by 5 points for Advantage and roll to hit.

Non-Intelligent Creatures on the SkyRealm

Page 33 of the Sholari Guide contains the method used to generate random wilderness encounters. You may use these charts (add 15 to die rolls), but be sure to expose players to an encounter with vodra, duradon, and a corondon. They shouldn't be expected to kill these creatures—give them a run for their money. The duradon will certainly try to pick someone up and drop them on the exposed rock area of the SkyRealm. The corondon will be on a wild rampage, tearing up the jungle.

Section 7:
PLACES ON THE SKYREALM

The Bridge

When Kolovisondra was next to Mount Erren, it was connected by a bridge, since severed from the SkyRealm's northern edge. Made of stone, this bridge is beautifully carved with shanthic engravings which, if translated, describe the furious rumbling of the ground which preceded the SkyRealm's birth. The shanthic name of Kolovisondra is also engraved; it is L'loshu (l-LOW-shoe), or high jungle. The underside of the bridge has had a hideous fungus rot for millennia. Those who find a way to venture beneath will be taken aback by the foul smell. This dark growth is very sticky, and can only be removed by heat. Although it causes no harm if it contacts flesh, it will remain for days, even weeks before it, and its smell, can be forgotten.

The Shanthic Observatory

Perched on an island in the middle of L'loshu's biggest lake is a shanthic observatory. It connects to shore via a stone bridge. Although long since emptied of any shanthic artifacts, the observatory itself is a sight to behold. The ceiling of the ruin has many purposeful slits, for tracking the course of planets and the Jorune moons.

If the party spends more than 5 minutes at the ruins, make a spot roll, using the highest Spot chance of any party member. If the roll is successful, the players have come across a shanthic alter located down the bottom of an obscure passage. A carved stone sphere suspended on a pillar depicts the surface of the moon Shal. It is encrusted with 7 blue crystals, all of which glow. These crystals are active; if touched, they inflict 3D6 points of Stamina damage and a superficial wound to the body location that made contact. If chipped out with knives, they deactivate, becoming normal blue crystals.

If even one of the crystals is touched, the seven large stone cylinders will rise from the lake's floor. They stand 30 feet above the surface of the waters. At the same time, any crystal dust carried by players (Iscin and caji both usually carry a little for testing the Isho weather) will become unbearably hot, burning a hole through whatever containins it. Vaults of crystal dust located in hidden stone chambers make themselves known as light streams out of cracks in the walls and floor. After 5 minutes, the dust will become hot enough to melt, and will drip out of the walls (not enough to hurt the players, just enough for them to see). At the same time, the SkyRealm will fall about 30 meters in 10 seconds (a hectic elevator ride!). The SkyRealm will rise back to its normal level in a few hours. At this time, the stone cylinders will return to the lake floor, and any hot crystal dust will cool.

What has happened is that through the purposeful shanthic architecture, the entire region of the SkyRealm has gained the attributes of a giant cle-eshta. The players are not at all skilled in using these devices. Shanthas constructed the observatory as both a tool for amplifying signals observed in the heavens and for analyz-

Back to the crystals for a moment: Those who suffered the nasty affect of the blue crystals while they are imbedded in the stone will suffer from fainting spells every few days. Although the wooziness lasts only a few seconds, it will cause the players great annoyance. If a shantha is sought, the cure is simple; non-shanthic methods have no effect upon the ailment, and will be both painful and expensive. A shantha can provide relief through the use of a cle-eshta. The affected person places palms along the top of the cle-eshta as the shantha uses the device. A painful blast of energy from the Desti group (treat this as a lightning blast injury, but subtract 4 from the 2D6 die roll). Additionally, 15 Stamina points are lost. If knocked unconscious from the "cure," characters will sleep for D20 hours. When they awaken, their Color rating will have increased by 1 point.

The blue crystals in the stone replica of the Shal moon channel energy from the base of the pillar in a specific, *sculpted* form. The intent of the energy was to temporarily boost a shanthas Isho perception to aid in observation. The minds of other creatures are so primitive in this sense that random dizziness and unconsciousness occur. The help of a shantha untangles the neurological mess that the crystals started, leaving characters with a permanent Color rating increase.

The Large Lake

The lake is surrounded by a kelp-like vegetation that grows both on land and on the water. It completely obscures the lake, making it likely that someone will venture too close and find themselves in the crystal clear water. Those who swim in the lake surrounding the shanthic island will find the water to be unusual in only one way: vicious, fresh water creshi will snap at any Isho that enters. These creatures have a defense size of -4, Attack Strength -1 (with their teeth), an Attack Success of 11, and a Defense Success of 11. Creshi are +5 to be hit by both hand-to-hand weapons and range weapons. Creatures which have been contaminated by the slime under the bridge will not be attacked by creshi.

Beneath the SkyRealm

The lower side of a SkyRealm is for the most part, a mucky, smelly place. Spores, molds, and fungi grow year round in these damp, lightless areas. It is possible to venture to the underside with rope and spikes, or by flying with a talmaron. A careful investigation (and a successful Spot roll) reveals a passage under the southern tip of Kolovisondra which exits near the top of the tall, southern mountain. Its origins are shanthic. The lower location was used as a warp-entry-point when the SkyRealm was stationary. Now that Kolovisondra wanders, the passage entrance corresponds to a constantly changing ground-based warp location.

Rolls of 6 or higher on 2D6 indicate a ramian encounter while traveling the passage.

Section 8:
DESIGN NOTES

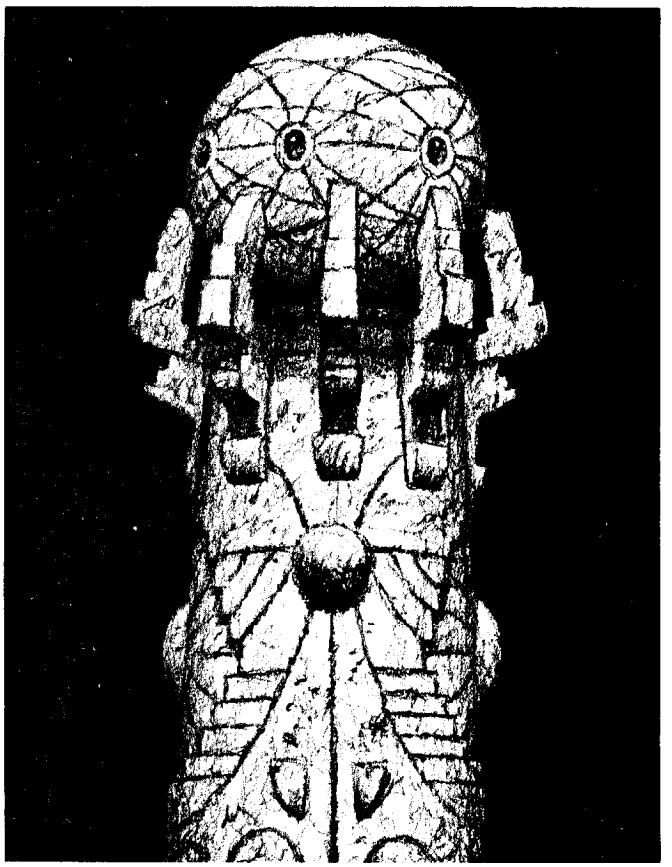
There is no association between shanthas and water. The observatory is located on the island only because of its flatness.

This is not your typical SkyRealm. Most SkyRealms are stationary, and do not have a history quite as rich as this one. The shanthic construction and support of the SkyRealm are equally rare. We chose a more sophisticated SkyRealm to give you ideas of their diversity.

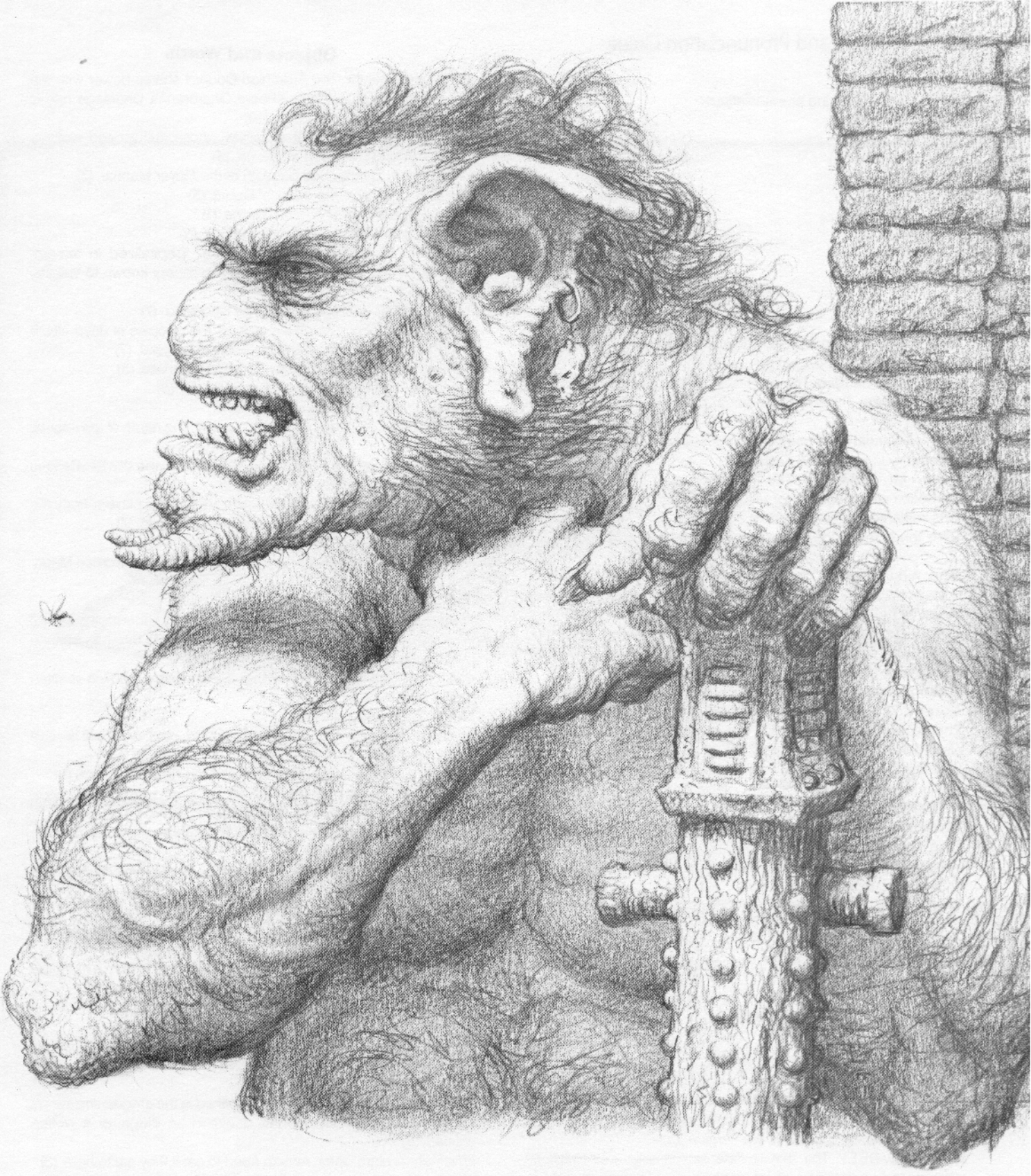
Feel free to use trarch in your own campaigns. Although they are often found with ramian, they are nothing like the subservient scarmis. They would gladly end their slavery, but lack the intelligence and numbers to effect a capable uprising.

The SkyRealm controlled by the Dharsage rule of Burdoth is located just south of the city of Sychill, nestled in the mountains ranges there. Khodre has 3 Jaspian Crystal Ships at his disposal here. These ships can fly only over the underground crystal flows, but the rivers of crystal lava are diverse enough to permit extensive travel. No crystal flows come closer than 60 miles to Ardoth.

SHANTHIC ALTAR



The Sea-Weary Captain of a Ramian Ship Turns a Deaf Ear to the Warnings of His First Officer



Tlallub, the Trarch, Awaiting Ramian Command

Glossary and Pronunciation Guide

Careful on the following pronunciations:

dysha (DIE-shuh)
muadra (MAW-druh)
copra (COE-pruh)
caji (CAW-gee)
shantha (SHAN-thuh)
Shal (SHAWL)
Ebba (EBB-buh)
Du (DOO)
Gobey (GO-bay)
Desti (DESS-tea)
Launtra (LAWN-truh)
Tra (TRAH)
Isho (EE-show)

Places

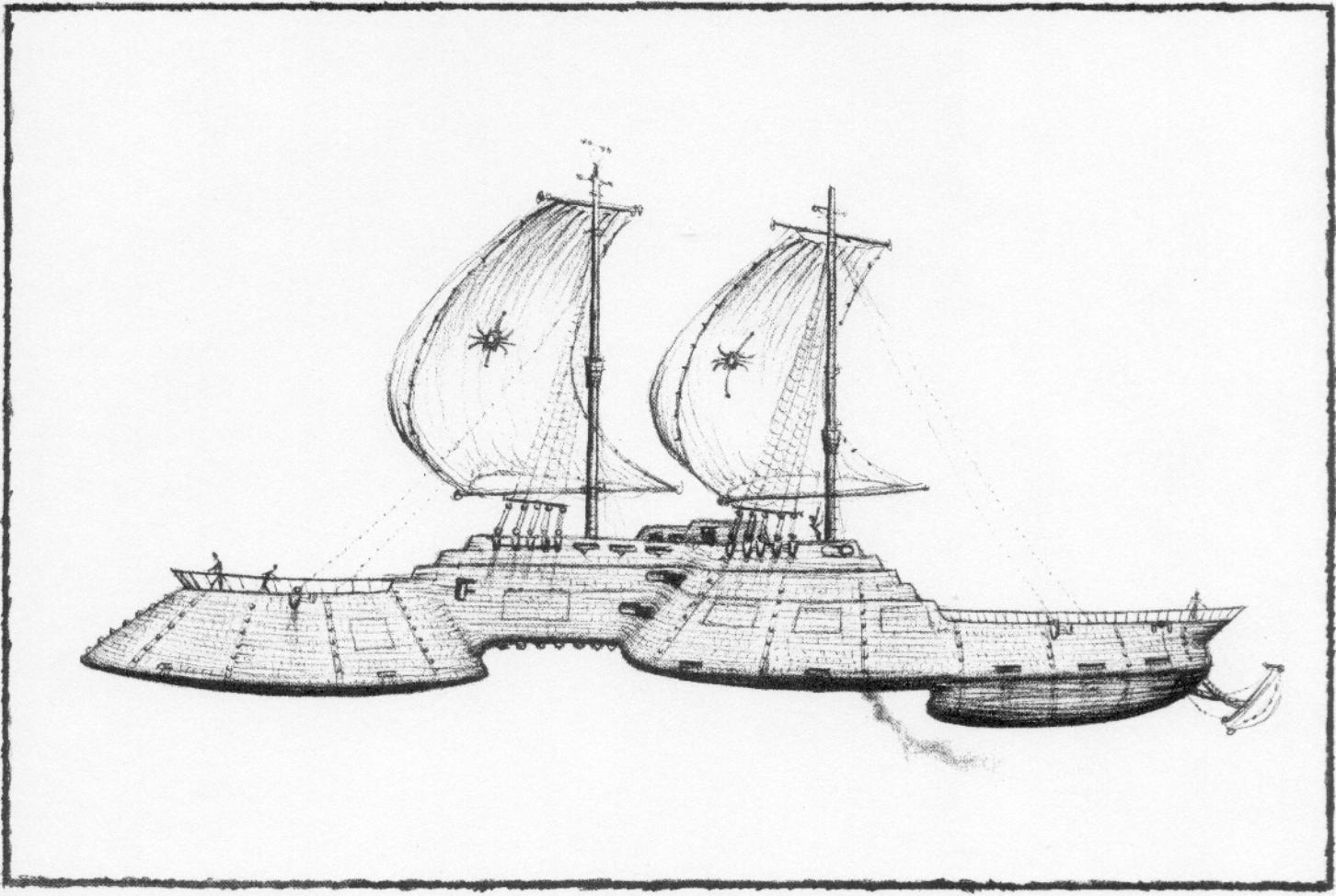
Anasan (AN-ah-san): The woffen and human realm located to the south of the East Trinnu Jungle Lands. (3)
Ardoth (ARE-daught): The capital city of the realm of Burdoth. (3)
Ash-shen Sea: The sea to the south of Anasan and the Western Trinnus. (10)
Cryshell Citadel (CRY-shell): Ardoth's citadel. Entrance here is permitted only to Drenn and Kesht. (3)
Erren, Mt. (AIR-ren): The mountain that the Kolovisondra SkyRealm rested against for millennia, held in place by crystalline rods implanted in the ground by shanthas. (1)
Gem Tong: The illidge where the players meet Naubi and Shelker. (3)
Jasp: A human realm located in the far north of Temauntro. (9)
Kolovisondra (kolo-vih-SOND-ruh): The name of the SkyRealm used in this campaign. (1)
L'loshu (l-LOW-shoe): The shanthic name for the SkyRealm. Translated, it means "high jungle." (11)
Rhodu (row-DOO): A port city located in Western Anasan. (7)
Rorae Sea (roar-RAY): The sea connecting the West Trinnus with Anasan. (7)
Sherric Illidge (SHARE-rick): The illidge where the players find crew members of berthed ships. (3)
Sillipus (SILL-ih-puss): An island realm located 200 miles south east of Anasan. It is a lawless place, filled with refugees and criminals from all parts of Jorune. (10)
Sychill (SIGH-chill): A northern Burdothian city.
Tong, see Gem Tong.
Voligire (VOLE-ih-guy-er): The ramian realm located north of Dobre and Lundere. (10)
West Trinnu Jungle Lands (TRINN-ooh): The region that the SkyRealm was born out of. To the west is a large desert region; to the east is the Rorae Sea. South is the Ash-shen Sea. North-east of the West Trinnus are the East Trinnu Jungle Lands. (3)

People

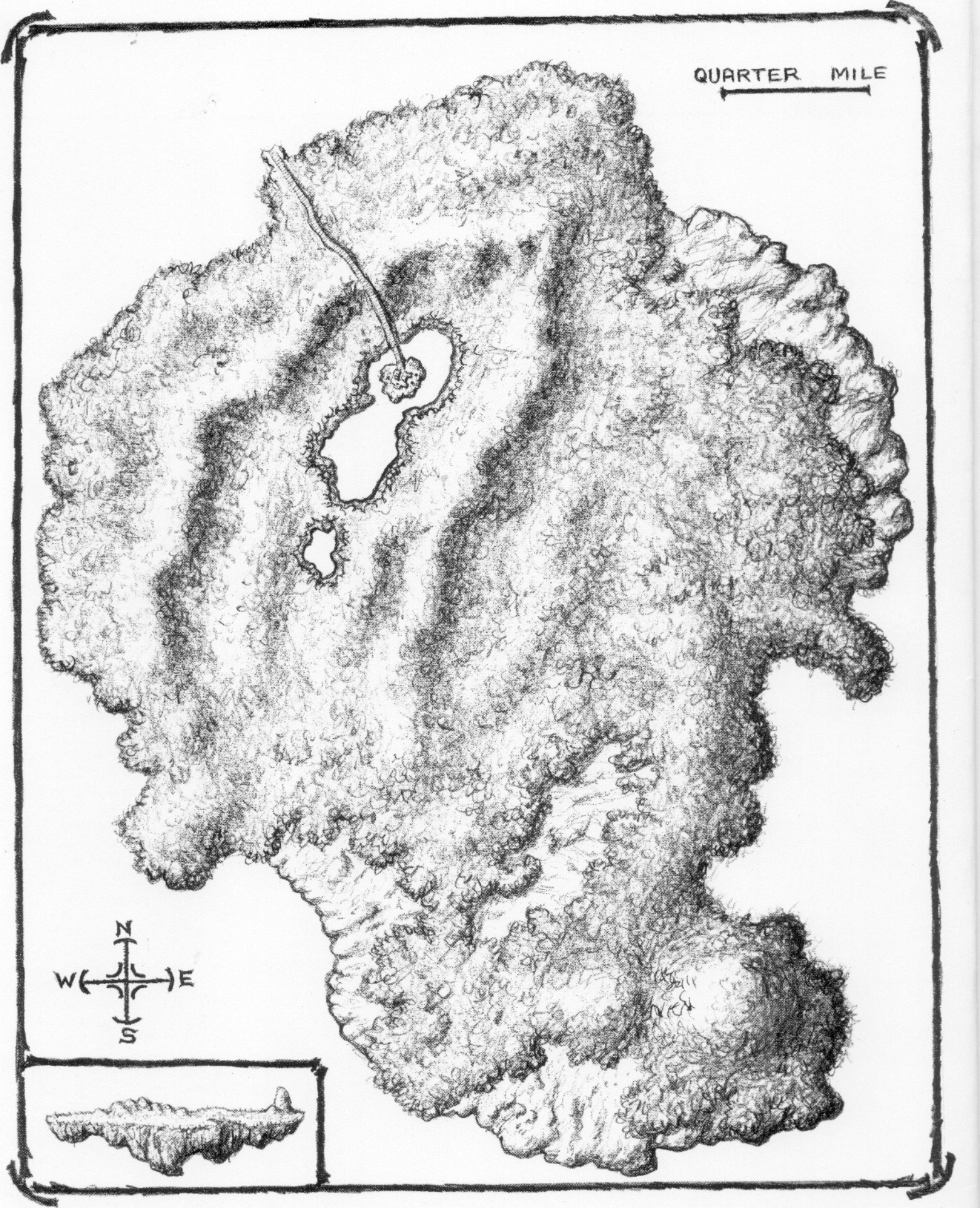
Dorrem: First officer of the Kurlew. (5)
Gire (Guy-er): A legendary ramian whose name now means pirate.
Khodre: Khodre Dhardrenn is the Dharsage ruler of Burdoth. (9)
Kowen (KOE-wen): Shast of the Gem Tong. (3)
Mauri (mau-REE): Captain of the Trenson. (5)
Naubi (naw-BEE): The thin limilate seeker who journeyed by talmaron to Ardoth to find his friend Shelker and hire some guards. (3)
Roewah (ROE-wau): Owner of the Geshan. (5)
Shelker (SHELL-ker): Stocky friend of Naubi. (3)
Shomber Krirrisso: Captain of the Kurlew. (5)
Tlerrik: Cook onboard the Kurlew. (5)
Yurni Lumbro: Famous Iscin. (1)

Objects and Words

Ardothian Council: The Ardothian Council shares power with the Dharsage rule of Burdoth. Khodre Dhardrenn's Dharsage rule is often at odds with the council. (10)
Ca-Tra shantha: A sect of shanthas whose culture and worship centers around the moon moon Tra. (3)
Create Warp Dysha: See page 25 of the Player Manual. (7)
Dobrian: Of or from the realm of Dobre. (5)
Eris: The season of spring on Jorune. (1)
Geshan (gesh-AHN): The woffen vessel. (5)
Gire: Ramian pirates are called "Gire." Capitalized in remembrance of the most famous ramian mercenery known to Voligire, Gire himself. (9)
Isho breeze: A strong current in the Isho wind. (7)
Jaspian Crystal Ships: Ships built by the peoples of Jasp which navigate over underground flows of molten crystal. (7)
Kurlew: The ship captained by Shomber Krirrisso. (5)
Salu Chausis: Swift, graceful ship built salu. (5)
Sho-sen (SHOW-senn): The Isho wind.
Sholari (sho-LARR-ee): A shanthic priest. The name of the referee. (3)
SkyRealm: Huge land formations which float in the sky. SkyRealms can be roving or immobile. (1)
Taynk: The name of the ship which transports players from the Western Anasan city of Rhodu to the West Trinnus. (7)
Thobren: The bronth ship. (5)
Trenson (TREN-sin): The ship owned by the human woman Mauri. (5)
ahji (AH-jee): A banana-like fruit. (5)
chote: Leaves placed in the nose to make rancid odors tolerable. (5)
cle-eshta (KLEE EHSH-tah): A shanthic device used as an Isho magnifying glass. (3)
coditch: A plant which resembles Earth's corn. Coditch is often grown by thriddle.
creshi: Carniverous fish. (5)
crystal dust: The finely ground dust of hard, cold, crystal. It is used in the measure of the Isho weather.
dharsage (DHAR-sage): A dharsage is the ruler of a realm. (9)
dichandra stones: (ditch-AN-druh): Musical instruments made from the wrists of the swamp dwelling dichandra. (3)
gemule (GEM-yool): The smallest Burdothian currency used in game play. (3)
glispine (gliss-PEEN): The trees of the Trinnus which cause the blistering of skin. (7)
illidge (ILL-ihdge): A drinking establishment. (3)
keether limilate: Rids the body of Isho. See page 53 of the Sholari Guide. (3)
kerning (KURN-ing): The process of expelling Isho from a muadra's body. (7)
kidikyle (KID-ih-kile): Barnacle-like crustaceans. (5)
limilate: A drug or medicine. (3)
lothern: A pack animal. See page 51 of the Sholari Guide. (5)
salu (SAY-loo): An aquatic race descended from humans. Close relatives to the acubon. (5)
scedri cloth (SKEDD-ree): A tunic soaked in the arrigish limilate. (7)
shast: The person who serves drinks in an illidge, or a woffen shenter. (3)
shirm-eh: A plant which ramian need to eat if they are to heal. (3)
trarch: A sub-human race descended from the original colony members. (10)
warp: Like a doorway to another place. Walking around a warp is like walking around a painted cylinder except that warps look flat. (3)
white crystal: The type of crystal used to make warps. (3)
yords: Guards.
yule: Short for "gemule." (3)



Jaspian Crystal Schooner, Ascending on the Isho Winds,
Landing Gear Retracted.


QUARTER MILE
N
W
E
S